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1 [A load cluster management system using SNMP and web](#)

Myung-Sup Kim, Mi-Joung Choi, James W. Hong

November 2002 **International Journal of Network Management**, Volume 12 Issue 6

Publisher: John Wiley & Sons, Inc.

Full text available: [pdf\(355.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Clustered servers for Internet service is a popular solution to cope with the explosive increase in client requests. The high probability of service failure in cluster servers make the cluster management system necessary to provide high availability and convenient administrator control. In this paper, we present the design and implementation of a load cluster management system (LCMS) based on SNMP and Web technology. Our LCMS implementation has been deployed on a commercial ultra-dense server.

2 [Distributed operating systems](#)

Andrew S. Tanenbaum, Robbert Van Renesse

December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Publisher: ACM Press

Full text available: [pdf\(5.49 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

3 [Cluster-based scalable network services](#)

Armando Fox, Steven D. Gribble, Yatin Chawathe, Eric A. Brewer, Paul Gauthier

October 1997 **ACM SIGOPS Operating Systems Review , Proceedings of the sixteenth ACM symposium on Operating systems principles SOSP '97**, Volume 31 Issue 5

Publisher: ACM Press

Full text available: [pdf\(2.42 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

4

Emergent (mis)behavior vs. complex software systems

Jeffrey C. Mogul

April 2006 **ACM SIGOPS Operating Systems Review , Proceedings of the 2006 EuroSys conference EuroSys '06**, Volume 40 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(391.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Complex systems often behave in unexpected ways that are not easily predictable from the behavior of their components; this is known as *emergent behavior*. As software systems grow in complexity, interconnectedness, and geographic distribution, we will increasingly face unwanted emergent behavior. Unpredictable software systems are hard to debug and hard to manage. We need better tools and methods for anticipating, detecting, diagnosing, and ameliorating emergent misbehavior. These tools an ...

Keywords: complex systems, emergent behavior, emergent misbehavior

5 Towards highly reliable enterprise network services via inference of multi-level dependencies

Paramvir Bahl, Ranveer Chandra, Albert Greenberg, Srikanth Kandula, David A. Maltz, Ming Zhang

August 2007 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2007 conference on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '07**, Volume 37 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(679.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Localizing the sources of performance problems in large enterprise networks is extremely challenging. Dependencies are numerous, complex and inherently *multi-level*, spanning hardware and software components across the network and the computing infrastructure. To exploit these dependencies for fast, accurate problem localization, we introduce an Inference Graph model, which is well-adapted to user-perceptible problems rooted in conditions giving rise to both partial service degradation ...

Keywords: dependencies, fault localization, network and service management, probabilistic inference

6 Capturing, indexing, clustering, and retrieving system history

Ira Cohen, Steve Zhang, Moises Goldszmidt, Julie Symons, Terence Kelly, Armando Fox

October 2005 **ACM SIGOPS Operating Systems Review , Proceedings of the twentieth ACM symposium on Operating systems principles SOSP '05**, Volume 39 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(516.41 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a method for automatically extracting from a running system an indexable *signature* that distills the essential characteristic from a system state and that can be subjected to automated clustering and similarity-based retrieval to identify when an observed system state is similar to a previously-observed state. This allows operators to identify and quantify the frequency of recurrent problems, to leverage previous diagnostic efforts, and to establish whether problems seen at dif ...

Keywords: bayesian networks, clustering, information retrieval, performance objectives, signatures

7 Scalability in MMOGs: Load balancing for massively multiplayer online games

 Fengyun Lu, Simon Parkin, Graham Morgan

October 2006 **Proceedings of 5th ACM SIGCOMM workshop on Network and system support for games NetGames '06**

Publisher: ACM Press

Full text available:  pdf(544.67 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Supporting thousands, possibly hundreds of thousands, of players is a requirement that must be satisfied when delivering server based online gaming as a commercial concern. Such a requirement may be satisfied by utilising the cumulative processing resources afforded by a cluster of servers. Clustering of servers allow great flexibility, as the game provider may add servers to satisfy an increase in processing demands, more players, or remove servers for routine maintenance or upgrading. If ca ...

8 Cases from the field: Field studies of computer system administrators: analysis of system management tools and practices

 Rob Barrett, Eser Kandogan, Paul P. Maglio, Eben M. Haber, Leila A. Takayama, Madhu Prabaker

November 2004 **Proceedings of the 2004 ACM conference on Computer supported cooperative work CSCW '04**

Publisher: ACM Press

Full text available:  pdf(405.09 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Computer system administrators are the unsung heroes of the information age, working behind the scenes to configure, maintain, and troubleshoot the computer infrastructure that underlies much of modern life. However, little can be found in the literature about the practices and problems of these highly specialized computer users. We conducted a series of field studies in large corporate data centers, observing organizations, work practices, tools, and problem-solving strategies of system admi ...

Keywords: collaboration, command-line interfaces, ethnography, situation awareness, system administration

9 A Self Manageable Infrastructure for Supporting Web-based Simulations

Yingping Huang, Xiaorong Xiang, Gregory Madey

April 2004 **Proceedings of the 37th annual symposium on Simulation ANSS '04**

Publisher: IEEE Computer Society

Full text available:  pdf(574.08 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

In this paper, we describe the design and implementation of a self-manageable multi-tiered infrastructure to support web-based scientific simulations. This infrastructure demonstrates not only the successful integration of Web servers, simulation servers, database servers, report servers, data warehousing and mining, but also the ability to achieve self manageability: self-configuring, self-healing, self-protecting and self-optimizing. A scientific simulation program, NOMSIM (Natural Organic MatterSimu ...

10 Automatic configuration of internet services

 Wei Zheng, Ricardo Bianchini, Thu D. Nguyen

March 2007 **ACM SIGOPS Operating Systems Review , Proceedings of the 2007 conference on EuroSys EuroSys '07**, Volume 41 Issue 3

Publisher: ACM Press

Full text available:  pdf(935.81 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Recent research has found that operators frequently misconfigure Internet services, causing various availability and performance problems. In this paper, we propose a

software infrastructure that eliminates several types of misconfiguration by automating the generation of configuration files in Internet services, even as the services evolve. The infrastructure comprises a custom scripting language, configuration file templates, communicating runtime monitors, and heuristic algorithms to detect ...

Keywords: configuration, internet services, manageability, operator mistakes

11 Operating and runtime systems for high-end computing systems: Performance evaluation of automatic checkpoint-based fault tolerance for AMPI and Charm++

Gengbin Zheng, Chao Huang, Laxmikant V. Kalé
April 2006 **ACM SIGOPS Operating Systems Review**, Volume 40 Issue 2

Publisher: ACM Press

Full text available: [pdf\(696.92 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As the size of high performance clusters multiplies, the probability of system failure grows substantially, posing an increasingly significant challenge for scalability. Checkpoint-based fault tolerance methods are effective approaches at dealing with faults. With these methods, the state of the entire parallel application is checkpointed to reliable storage. When a fault occurs, the application is restarted from a recent checkpoint. However, the application developer is required to write significant ...

12 Network engineering: Developing a functional Tcp/Ip stack oriented towards Tcp connection replication

Javier Paris, Alberto Valderruten, Victor M. Gulias
October 2005 **Proceedings of the 3rd international IFIP/ACM Latin American conference on Networking LANC '05**

Publisher: ACM Press

Full text available: [pdf\(463.91 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Functional languages are not often associated with the development of network stacks, mainly due to the lower performance and lack of support for system programming than more conventional languages such as C. However, there are functional languages that offer features which make it easier to develop network protocols than using a more conventional approach based on an imperative language. Erlang, for instance, offers support for distribution, concurrency and soft real time built-in into the language ...

13 The process group approach to reliable distributed computing

Kenneth P. Birman
December 1993 **Communications of the ACM**, Volume 36 Issue 12

Publisher: ACM Press

Full text available: [pdf\(6.00 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: fault-tolerant process groups, message ordering, multicast communication

14 A quantitative analysis of cache policies for scalable network file systems

Michael D. Dahlin, Clifford J. Mather, Randolph Y. Wang, Thomas E. Anderson, David A. Patterson

May 1994 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1994 ACM SIGMETRICS conference on Measurement and modeling of computer systems SIGMETRICS '94**, Volume 22 Issue 1

Publisher: ACM Press

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

Full text available: [pdf\(1.42 MB\)](#)[terms](#)

Current network file system protocols rely heavily on a central server to coordinate file activity among client workstations. This central server can become a bottleneck that limits scalability for environments with large numbers of clients. In central server systems such as NFS and AFS, all client writes, cache misses, and coherence messages are handled by the server. To keep up with this workload, expensive server machines are needed, configured with high-performance CPUs, memory systems, ...

15 Fast restoration of real-time communication service from component failures in multi-hop networks



Seungjae Han, Kang G. Shin

October 1997 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication SIGCOMM '97**, Volume 27 Issue 4

Publisher: ACM Press

Full text available: [pdf\(1.96 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

For many applications it is important to provide communication services with guaranteed timeliness and fault-tolerance at an acceptable level of overhead. In this paper, we present a scheme for restoring real-time channels, each with guaranteed timeliness, from component failures in multi-hop networks. To ensure fast/guaranteed recovery, *backup channels* are set up *a priori* in addition to each *primary channel*. That is, a *dependable real-time connection* consists of a pr ...

16 Agility and Experimentation: Practical Techniques for Resolving Architectural Tradeoffs



T. C. Nicholas Graham, Rick Kazman, Chris Walmsley

May 2007 **Proceedings of the 29th International Conference on Software Engineering ICSE '07**

Publisher: IEEE Computer Society

Full text available: [pdf\(344.07 KB\)](#)Additional Information: [full citation](#), [abstract](#), [index terms](#)

This paper outlines our experiences with making architectural tradeoffs between performance, availability, security, and usability, in light of stringent cost and time-to-market constraints, in an industrial web-conferencing system. We highlight the difficulties in anticipating future architectural requirements and tradeoffs and the value of using agility and experiments as a tool for mitigating architectural risks in situations when up front pen-and- paper analysis is simply impossible.

17 Practical byzantine fault tolerance and proactive recovery



Miguel Castro, Barbara Liskov

November 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 4

Publisher: ACM Press

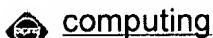
Full text available: [pdf\(1.63 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Our growing reliance on online services accessible on the Internet demands highly available systems that provide correct service without interruptions. Software bugs, operator mistakes, and malicious attacks are a major cause of service interruptions and they can cause arbitrary behavior, that is, Byzantine faults. This article describes a new replication algorithm, BFT, that can be used to build highly available systems that tolerate Byzantine faults. BFT can be used in practice to implement re ...

Keywords: Byzantine fault tolerance, asynchronous systems, proactive recovery, state

machine replication, state transfer

18 Service infrastructure and network management: MobiDesk: mobile virtual desktop



Ricardo A. Baratto, Shaya Potter, Gong Su, Jason Nieh

September 2004 **Proceedings of the 10th annual international conference on Mobile computing and networking MobiCom '04**

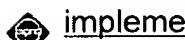
Publisher: ACM Press

Full text available: [pdf\(580.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present MobiDesk, a mobile virtual desktop computing hosting infrastructure that leverages continued improvements in network speed, cost, and ubiquity to address the complexity, cost, and mobility limitations of today's personal computing infrastructure. MobiDesk transparently virtualizes a user's computing session by abstracting underlying system resources in three key areas: display, operating system, and network. It provides a thin virtualization layer that decouples a user's computing ses ...

Keywords: computer utility, network mobility, on-demand computing, process migration, thin-client computing, virtualization

19 Session 8: systems support for multimedia: Cost-effective streaming server



Damien Le Moal, Tadashi Takeuchi, Tadaaki Bandoh

December 2002 **Proceedings of the tenth ACM international conference on Multimedia MULTIMEDIA '02**

Publisher: ACM Press

Full text available: [pdf\(271.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

High performance and high quality for continuous media stream delivery needed by streaming server systems cannot be achieved efficiently using general-purpose operating systems, due to the overhead of the I/O mechanism implementation generally used. Special OS combined with powerful hardware can deliver better performance and quality but increases development complexity and deployment costs. The External I/O Engine Architecture adopts a hybrid approach, implementing streaming engines using the s ...

Keywords: audio/video streaming, operating system, quicktime, real-time

20 Heuristic methods for dynamic load balancing in a message-passing supercomputer

Jian Xu, Kai Hwang

November 1990 **Proceedings of the 1990 ACM/IEEE conference on Supercomputing Supercomputing '90**

Publisher: IEEE Computer Society

Full text available: [pdf\(1.04 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

In this paper, a new adaptive scheme is presented for dynamic load balancing on a message-passing multicomputer. The scheme is based on using easy-to-implement heuristics and variable threshold in migrating processes among the multicomputer nodes. It uses a distributed control over all processor nodes as coordinated by a host processor. Four heuristic methods for process migration are presented, which are distinguished by choosing different policies for process migration and threshold update. A ...

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Server load balancing method and system - Patent 7099915

A **network** apparatus for directing flow between a client and two or more Once the local director 78 selects a **real server** based on **load balancing** or ...
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Figure 2. Live Communications **Server** 2005 Enterprise Edition Logical Network Layout.

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Linux Virtual Server

To **balance** the **load** across the **real servers**. To check the integrity of the services on each **real server**. The **backup LVS** router monitors the active LVS ...
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IEEE JNL IEEE Journal or Magazine**IET JNL** IET Journal or Magazine**IEEE CNF** IEEE Conference Proceeding**IET CNF** IET Conference Proceeding**IEEE STD** IEEE Standard**Article Information****1. Partially decentralized passive replication protocol for deterministic servers**

JinHo Ahn; SungGi Min; ChongSun Hwang;
[Parallel Processing Workshops, 2002. Proceedings. International Conference on](#)
 18-21 Aug. 2002 Page(s):290 - 297
 Digital Object Identifier 10.1109/ICPPW.2002.1039743

[Abstract](#) | [Full Text: PDF\(327 KB\)](#) [IEEE CNF](#)[Rights and Permissions](#)**2. P2PDNS: A Free Domain Name System Based on P2P Philosophy**

Zhang Qiang; Zhao Zheng; Yantai Shu;
[Electrical and Computer Engineering, Canadian Conference on](#)
 May 2006 Page(s):1817 - 1820
 Digital Object Identifier 10.1109/CCECE.2006.277580

[Abstract](#) | [Full Text: PDF\(131 KB\)](#) [IEEE CNF](#)[Rights and Permissions](#)**3. The distributed data center: front-end solutions**

Testa, S.; Chou, W.;
[IT Professional](#)
 Volume 6, Issue 3, May-June 2004 Page(s):26 - 32
 Digital Object Identifier 10.1109/MITP.2004.24

[Abstract](#) | [Full Text: PDF\(584 KB\)](#) [IEEE JNL](#)[Rights and Permissions](#)**4. Integrated fault-tolerant multicast and anycast routing algorithms**

Jia, W.; Xu, G.; Zhao, W.;
[Computers and Digital Techniques, IEE Proceedings-](#)
[Volume 147, Issue 4, July 2000](#) Page(s):266 - 274
 Digital Object Identifier 10.1049/ip-cdt:20000532

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